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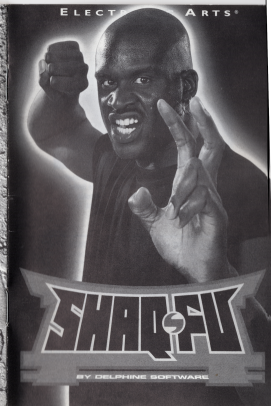

Artists: Front Row (left to right): Paul Cuisset, Thierry Gaethner, Thierry Levasseur. Second Row (left to right): Fabrice Rodet, Patrick Bricout, Stephane Aussel, Arnaud Carré, Olivier Nicolas, Paul Tumelaire. Back Row (left to right): Frederick Michel, Thierry Bonsront, Gregory Beal, Herve Gaethner.

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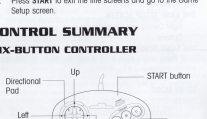
STARTING THE GAME

1. Turn OFF the power switch on your Sega™ Genesis™.
   Never insert or remove a game cartridge when the power is on.
2. Make sure a Controller is plugged into the port labeled Control 1 on the Genesis Console.
3. Insert *Shaq-Fu* into the slot on the Genesis. To lock the cartridge in place, press firmly.
4. Turn ON the power switch. The Sega logo and then the Electronic Arts® logo appear. (If you don't see them, begin again at step 1.)
5. Press **START** to exit the title screens and go to the Game Setup screen.

CONTROL SUMMARY

SIX-BUTTON CONTROLLER



FIGHTING

Fast Kick	**B**
Power Kick	**C**
Taunt	**X**
Fast Punch	**Y**
Power Punch	**Z**
MOVING	
Move Boost	**A**
Player Movement	D-Pad **left/right**
Backward/Forward	
Jump Up	D-Pad **up**
Jump Backward/Forward	D-Pad **up + left/right**
Crouch	D-Pad **down**
Defensive Crouch	D-Pad **down + left/right**
Shield	D-Pad **down**, then **A**
Pause the Game during a fight	**START**
MENU SELECTIONS	
Highlight an Option	D-Pad **up/down**
Select an Option	**START**, or press **C**

THREE-BUTTON CONTROLLER

Shaq-Fu for the Genesis is designed to work with a six-button controller, however you can use a three-button controller. In this case, the controls are the same except you must press **START** while fighting to toggle between **A**, **B**, and **C**, and **X**, **Y**, and **Z**.

- To change the attack buttons **A**, **B**, and **C**, to **X**, **Y**, and **Z**, and vice versa, press **START**.

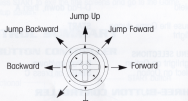
- To pause the game during a fight, press and hold A, B, and C, then press START.

NOTE: These moves reflect the default controls. You can change your button configuration (see *Options* on page 9 for more information).

CONTROLLING THE GAME

MOVEMENT

The diagram below shows the seven basic D-Pad positions. You can make Shaq and his opponents do Special Moves by moving the D-Pad in different ways. Not touching the D-Pad at all leaves the fighter in a neutral, or ready position.



NOTE: Depending upon which side of the screen you are fighting from, these positions will be reversed. These are correct for a player whose fighter stands on the left side of the screen and faces right.

- To move backward/forward, press the D-Pad left/right.
- To move faster, press A while you press the D-Pad left/right.
- To jump straight up, press the D-Pad **up**.
- To jump forward or backward, press the D-Pad **up + left/right**.

The way your character reacts is context sensitive. For example, if your opponent is far away from you and in a ready position, when you press the D-Pad backward, your character will just walk backward. If you are close to your opponent and they are attacking, moving backward triggers a defensive position.

FIGHTING

There are two basic fighting moves: Punching and Kicking. Each character also has Special Moves you can find out about on your own—hey, that's half the fun! Try a bunch of combinations with each character to discover all the different moves—some characters may check in with a weapon, so watch your back and keep your head down!

Punches

- To throw a Fast Punch, press **Y**. Try pressing the D-Pad in any direction while pressing your attack button to see what happens.
- To throw a Power Punch, press **Z**.
- To throw a Punch from a crouching position, press the D-Pad **down**, then press **Y** or **Z**.
- To throw a Punch from the air, press the D-Pad **up**, then press **Y** or **Z**.

Kicks

- To deliver a Fast Kick, press **B**. Experiment with the D-Pad to see how the kick changes.
- To deliver a Power Kick, press **C**.
- To deliver a Jumping-Kick, press the D-Pad **up**, then press either **B** or **C**.
- To kick from a crouching position, press the D-Pad **down**, then press **B** or **C**.

Defense

- To activate the force field shield, press the D-Pad **down**, then press **A**.

- The best defense is one that counters an attack on the same height as yours.

Taunts

Each character has a wicked Taunt move. You can use these Taunts to tick off your enemy, but if you do, be prepared to kick some butt! Some of these dirtbags get mighty steamed when you mess with their minds!

- To perform a Taunt, press **X**.

THE STORY OF SHAQ-FU

Long ago and far away, in a place called The Second World, there ruled the heartless sorcerer Seth Ra. His hunger for power still gnawed at him even though his dominance over the Second World was unchallenged; he longed to extend his grasp to the fair First World, Earth.

Seth Ra's plan was simple. He would destroy the Pharaoh of Egypt and usurp his throne. He created a perfect assassin from his own shadow who would serve him without question. This shadow became Beast, the mightiest and most loyal of all Seth Ra's minions. Beast destroyed the Pharaoh, and the disguised Seth Ra soon sat upon his throne.

However, the Pharaoh's son Ahmet was not deceived. He brazenly confronted the powerful sorcerer, threatening to reveal him. Seth Ra called forth Beast from his shadowy other domain. Ahmet barely escaped from the palace to the Great Desert, where his grandfather, Leotsu the Wise, dwelt as a monk and hermit. Leotsu and Ahmet united with a coven of powerful wizards from the lands beyond Egypt, and their combined power was able to send Seth Ra back to the Second World, comatose and imprisoned within a rune-encrusted pyramid. He slumbered for a millennium, bound by the wrappings of a mummy.

Beast roamed the Second World, dedicated to finding and releasing his dread master. Successful at last, Beast and Seth Ra vow to wreak havoc on those who stopped them before. They have gathered a battalion of formidable fighters to further this end.

To regain his full strength and to end his exile from the First World, Seth Ra must perform an ancient ritual upon a descendant of Ahmet. Beast has now returned from Earth with the child Nezu, a child in whose veins the royal blood runs pure. All is ready for

the final cataclysmic battle-only the Chosen One can stop Seth Ra now. One who possesses strength, spirituality, courage, agility, intelligence and unsurpassed skill in the martial arts. Where will the world find such a one? Only Shaq knows.

THE GAME SETUP SCREEN

From the Game Setup screen, you make your play mode selection, and can customize or change certain parts of the game. The play modes available are: DUEL, STORY, and TOURNAMENT.

DUEL is a one-on-one game mode for one or two players (see *Duels* on page 11).

STORY lets you know how Shaq got into the Second World, and takes you, as Shaq, on a dangerous quest through Seth Ra's domain.

TOURNAMENT is a two to eight player contest (see *Tournaments* on page 15).

OPTIONS lets you make changes to the game (see *Options* on page 9).

To make a selection:

1. Press the D-Pad **up/down** to highlight an option.
2. Press **START** to select a highlighted option.

FIGHT DEMOS AND CHARACTER BIOS

If you don't make a selection from the Game Setup screen, a fight demo appears. Each character has a demo. The demo shows the character's bio and vital statistics, so you might want to check it out.

- To exit the demo and return to the Game Setup screen, press **START**

OPTIONS

To make changes and customize the game:

1. Select OPTIONS from the Game Setup screen. The Options screen appears.
2. Press the D-Pad **up/down** to highlight the option you want to change.
3. Press the D-Pad **left/right** to change a highlighted option.
4. Press **START** to confirm your selections and return to the Game Setup screen.

LEVEL: There are three levels of difficulty: EASY, NORMAL, and EXPERT.

MUSIC TEST: This option lets you hear the different pieces of music in the game.

TIME: Use this option to adjust round times in the game. Time is measured in 30 second units, and the settings range from 30 to

300 seconds. When the Time option is OFF, fights last until one of the fighters gets KO'd and their Health bar is empty.

GAME SPEED: Use this option to change the speed of the game. Choose between NORMAL or FAST.

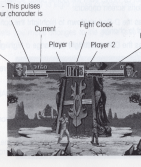
AUDIO: Choose this options to turn the music and sound on/off.

CONTROL SETUP: This option lets you change the button configuration on your controller.

- To change the configuration, press the D-Pad **up/down** to highlight the button you want to change, then press the button you want it to be.

THE FIGHT SCREEN

The Fight screen gives you the information you need to fight the good fight.



Pausing a Fight

- To pause a fight, press **START**.
- To pause a fight using a three-button controller, press and hold **A**, **B**, and **C**, then press **START**.

Continuing a Fight

- To continue once you have been defeated, press **START** at the Continue screen before the countdown reaches 0. You can do this in DUEL and STORY mode.

Winning a Fight

Fights are won either when one fighter loses all his/her health, or when time expires. The character with the most health left when the clock runs out wins the fight, and gets bragging rights as the hottest Shaq-Fu fighter in the Second World.

STORY MODE

In this one player mode, you become Shaq in his journey through the Second World. When you select STORY from the Game Setup screen, the story begins.

- To page forward through the story, press **C**.
- To go straight to the Second World and skip the story, press **START**.

Second World

Shaq enters the Second World through a magical portal. He finds himself on an island with three levels. He must pass successfully through each one before he faces the final battle. He cannot continue to another level until he defeats all those opponents on the first level. If an opponent defeats Shaq, he can continue three more times. After that, the game is over and he must begin anew.

- To select your first opponent, use the D-Pad to move Shaq around the island to the locations shown. The location names appear on the screen when Shaq nears an entrance.

- To enter the location and begin the match, press **C** when the location name appears.

EA TIP: Once you've vanquished all opponents on one level, a bridge appears. If you don't see the bridge, use the D-Pad to explore the level you're on: you may have missed an opponent.

DUELS

Duels, which are best 2-out-of-3 contests, can be played by either 2 players "head to head" or by 1 player against the Genesis. It's possible for a character to fight a duel against him-or-herself. In such cases the characters are different colors so you can tell them apart.

One Player Duels continue until you beat every character, or until you lose. When you are defeated, you can continue three more times.

To Play a One Player Duel Round:

1. Select DUEL from the Game Setup screen. The Duel Selection screen appears.

2. Press the D-Pad in any direction to move the selection box among the character portraits.

   - To select a background for the Duel, hold **B** and press the D-Pad **left/right**.

3. Press **START** to select a character and begin the Duel. Your opponent is randomly selected.

To Play a Two Player Duel Round:

1. Select DUEL from the Game Setup screen. The Duel Selection screen appears.
2. Player 1's Character Selection box appears. Player 2 must press **START** now to call up the second selection box.

- To exit the Duel Selection screen and return to the Game Setup screen, press **A**. (Any player can press **A**.)
- To select a background for the Duel, hold **B** and press the D-Pad **left/right**.

3. Both players can now use their D-Pads to make a selection. Both players then press **START** to confirm their character selection and move to the Duel.

Handicapping a Two Player Duel

You can change the odds in a two player duel by adjusting the Handicapping meter that appears at the bottom of the screen. A green dot appears on the screen, placed in the center of a yellow line. Move the dot left or right to weaken or strengthen your own or your opponent's character.

- To move the green dot, hold **C** and press the D-Pad **left/right**. The farther the dot moves from a character, the stronger that character becomes, the closer the dot, the weaker the character.

TOURNAMENTS

In Tournament mode, two to eight competitors play an elimination tournament to determine who is champion. Two controllers must be used, and a minimum of three characters must be selected to begin the Tournament. In this mode all characters are controlled by you and your friends. Any combination of characters can be selected, including duplicates of the same character.

To Make a Selection from the Tournament Screen:

1. Press the D-Pad in any direction to move your selection box over the character you wish to play.
2. Press **C** to select a character.
3. After each player has selected the character(s) they want (and at least three characters have been chosen), any player can press **START** to begin the Tournament.

Tournaments are single elimination contests. Match-ups are selected randomly. Winners advance to the next round, and losers are eliminated. The winner of the final round becomes champion.

HIGH SCORES

If you finish a game with a high score, you can enter a three character name at the High Score screen.

To Enter a Name:

1. D-Pad **up/down** to cycle through the different characters. D-Pad **right** to move to the next space.
2. Press **START** to enter the name and return to the Game Setup screen.

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